



## Grundlagen der Informatik und Programmierung 2

# Neuerungen durch C++

## Ein- und Ausgabe-Streams

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Sommersemester 2020



## Ausgabe

```
std::cout << "G'day!" << std::endl;
```

## Eingabe

```
int i = 0;  
std::cin >> i;
```

## Fehlerausgabe

```
std::cerr << "An error has ocured!" << std::endl;
```

## Code:

```
#include <fstream>

int main(int argc, char** argv) {
    std::ofstream file("output.txt");
    if (!file.good()) {
        return EXIT_FAILURE;
    }

    file << "G'day!";
    return EXIT_SUCCESS;
}
```

## Dateiinhalte (output.txt):

## Code:

```
#include <fstream>
#include <iostream>

int main(int argc, char** argv) {
    std::ifstream file("input.txt");
    if (!file.good()) {
        return EXIT_FAILURE;
    }
    std::string buffer;
    file >> buffer;
    if (file.fail()) {
        return EXIT_FAILURE;
    }
    std::cout << buffer << std::endl;
    return EXIT_SUCCESS;
}
```

## Deklaration des Datentyps:

```
struct Student {  
    int id;  
    std::string name;  
};
```

## anwendender Code:

```
Student student{199100001, "Jane Appleseed"};  
std::cout << student << std::endl;
```

## Code:

```
int i = 1;
std::cout << (i << 0) << std::endl;
std::cout << (i << 1) << std::endl;
std::cout << (i << 2) << std::endl;
std::cout << (i << 3) << std::endl;
std::cout << (i << 4) << std::endl;
```

## Ausgabe:

## Deklaration des Datentyps:

```
struct Student {  
    int id;  
    std::string name;  
};
```

## anwendender Code:

```
Student student{199100001, "Jane Appleseed"};  
std::cout << student << std::endl;
```



## Code:

```
std::time_t current_time = std::time(nullptr);
std::tm* local_time = std::localtime(&current_time);

std::stringstream filename;
filename << local_time->tm_year + 1900 << "-";
filename << local_time->tm_mon + 1 << "-";
filename << local_time->tm_mday << ".log";

std::ofstream logfile(filename.str());
logfile << data;
```

- ▶ Standard-Eingabe, -Ausgabe, -Fehlerausgabe
- ▶ Datei-Ein- und -Ausgabe
- ▶ operator<<
- ▶ String-Streams

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## Visual Computing

► Web: <https://vc.w-hs.de>

► YouTube: Visual Computing WH

► Twitter: @VisComputingWH

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